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Subject: How to add multiple animations to one w3d?

Posted by [Yrr](#) on Sat, 22 Sep 2007 12:10:14 GMT

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Subject: Re: How to add multiple animations to one w3d?

Posted by [PaRaDoX](#) on Sat, 22 Sep 2007 18:29:32 GMT

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depends.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Spice](#) on Sat, 22 Sep 2007 20:04:07 GMT

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You export the animation as children of the W3D file.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Veyrdite](#) on Sat, 22 Sep 2007 23:55:34 GMT

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As in the anims are listed under a tree of the w3d model in w3d viewer?

I guess it just has to have the same prefix and mesh names.

EDIT: Imported x5d parachute. All it is is bones that have been space warped to the model. The animation is simply the bones and im guessing they get the para model and export it as hieachy animated wiht the gmax bones scene file they animated.

Would like to test but i can't export more than 1 frame for some reason. Never could

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Veyrdite](#) on Sun, 23 Sep 2007 00:47:27 GMT

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Sorry, no edit button any more.

I'm wrong.

1: you export it as the skeleton as the anim W3D not gmax file

2: Only one animation possible with this setup

3: thats not how ww did it

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Yrr](#) on Sun, 23 Sep 2007 15:48:02 GMT

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So it's not possible at all.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Veyrdite](#) on Wed, 26 Sep 2007 05:37:33 GMT

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Yes it is! How did WW do it. They used the same 3d tools to make the game.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Yrr](#) on Wed, 26 Sep 2007 11:17:09 GMT

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Dthdealer wrote on Wed, 26 September 2007 07:37: Yes it is! How did WW do it. They used the same 3d tools to make the game.

I did not yet find a single w3d file with multiple animations in it.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [jamiejrg](#) on Thu, 27 Sep 2007 03:00:36 GMT

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Does the model and animations need to be one file?

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Yrr](#) on Thu, 27 Sep 2007 11:18:01 GMT

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Yes, that's what I'm asking for.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Veyrdite](#) on Fri, 28 Sep 2007 06:15:02 GMT

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Oh, no then.

I thought you meant like the x5d parachute anims for example.

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Simply extract x5d\_parachute.w3d and x5d\_parac\_1 to 3 and open them all in w3d viewer.

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Subject: Re: How to add multiple animations to one w3d?

Posted by [jamiejrg](#) on Fri, 28 Sep 2007 11:53:05 GMT

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Ya sorry, pretty sure that's impossible. If you want to do it with multiple files then just make your model as a bone and then create multiple animation files.

Also, I have been doing some PSP modding lately and I have come into contact with an interesting little process. I was changing the background and it was a .bmp and it had 12 images in it. I couldn't figure out how that was until i opened it up in the hex editor. There was actually data for 12 seperate images seperated by a few lines of hex. Maybe try that with a w3d anim file? Then just called the addresses of the files you need from your big file. Maybe it'll work, dunno.

\*edit\* just to illustrate my point

I took the top image out of the merged bmp to compare. I have highlighted the last line in the single bmp and where it ends in the merged file. You can clearly see where the next bmp starts as well.

Jamie

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Subject: Re: How to add multiple animations to one w3d?

Posted by [Cpo64](#) on Fri, 28 Sep 2007 15:57:56 GMT

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Certain objects it is possible, building aggregates use multiple animations per file. But you then have to go into the preset and set which animation runs during which frames. This also works on vehicles.

I'm pretty sure it doesn't work on characters or weapons.

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